

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (original): A game system including a game server and multiple game terminals for serving multiple contest games, characterized in that

the game server includes

contest pairing determination means for determining contest pairings of the contest games, and

contest game start command means for transmitting contest game start commands to game terminals corresponding to contest pairings determined by the contest pairing determination means,

and the game terminals each include

parameter storing means for storing a parameter relating to a contest subject corresponding to the game terminal,

contest game processing execution means for in accordance with a contest game start command transmitted from the contest game start command means, executing contest game processing based on the parameter stored in the parameter storing means and

event details data transmitting means for, when a predetermined game event occurs in contest game processing executed by the contest game processing execution means, transmitting event details data expressing details of the predetermined game event that has occurred to the game server,

and the game server further includes

event details receiving means for receiving event details data transmitted from the event details data transmitting means,

parameter change command destination determining means for determining one or more destinations of a parameter change command corresponding to event details data received by the event details receiving means, and

parameter change commanding means for sending the parameter change command to the destinations determined by the parameter change command destination determining means,

and the game terminals each further include

parameter updating means for, when receiving a parameter change command from the parameter change commanding means, updating the parameter stored in the parameter storing means in accordance with content of the parameter change command.

2. (original): A game system according to claim 1, characterized in that

the game server further includes

output command destination determining means for determining one or more destinations of a command for the output of text, image or sound corresponding to event details data received by the event details receiving means, and

output commanding means for sending the output command to the destinations determined by the output command destination determining means,

and the game terminals each further include

output means for, when receiving an output command from the output commanding means, outputting text, image or sound corresponding to the event details data.

3. (currently amended): A game system according to claim 1 ~~or claim 2~~, characterized in that

the game server further includes

contest pairings storing means for storing the contest pairings determined by the contest pairing determination means,
and the parameter change command destination determining means determines the destinations of the parameter change command on the basis of the contest pairings stored in the contest pairings storing means.

4. (currently amended): A game system according to ~~any one of claim 1 through claim 3~~, characterized in that
the game server further includes
results storing means for storing results relating to each of contest subjects,
and the parameter change command destination determining means determines the destinations of the parameter change command on the basis of the results relating to the contest subjects stored in the results storing means.

5. (currently amended): A game system according to ~~any one of claim 1 through claim 4~~, characterized in that
the parameter change commanding means includes parameter change command storing means for storing the parameter change command and reading out the parameter change command from the parameter change command storing means and sending the parameter change command to the destinations determined by the parameter change command destination determining means.

6. (currently amended): A game system according to ~~any one of claim 1 through claim 4~~, characterized in that
the parameter updating means includes parameter change command storing means for, when receiving the parameter change

command from the parameter change commanding means, storing the parameter change command, and reading out the parameter change command from the parameter change command storing means and updating the parameter stored in the parameter storing means in accordance with content of the parameter change command.

7. (original): A control method of a game system including a game server and multiple game terminals for serving multiple contest games, characterized in that it includes

a contest pairing determining step of, in the game server, determining contest pairings of the contest games,

a contest game start command step of, in the game server, transmitting contest game start commands to game terminals corresponding to contest pairings determined by the contest pairing determining step,

a contest game processing executing step of, in the game terminals, in accordance with a contest game start command transmitted in the contest game start command part step, executing contest game processing based on a parameter relating to a contest subject corresponding to the game terminal stored in parameter storing means,

an event details data transmitting step of, in the game terminal, when a predetermined game event occurs in contest game processing carried out in the contest game processing executing step, transmitting event details data expressing details of the predetermined game event that has occurred, to the game server,

an event details receiving step of, in the game server, receiving event details data transmitted in the event details data transmitting step,

a parameter change command destination determining step of, in the game server, determining one or more destinations of a parameter change command corresponding to event details data received in the event details receiving step,

a parameter change commanding step of, in the game server, sending the parameter change command to the destinations determined in the parameter change command destination determining step, and

a parameter updating step of, in the game terminal, when receiving the parameter change command, updating parameters stored in the parameter storing means in accordance with content of the parameter change command.

8. (original): A game server used together with multiple game terminals in a game system for serving multiple contest games, characterized in that it includes

contest pairing determining means for determining contest pairings in the contest games,

contest game start command part means for transmitting contest game start commands to game terminals corresponding to contest pairings determined by the contest pairing determining means,

parameter change command destination determining means for, when a predetermined game event has occurred in a contest game executed in a game terminal, receiving event details data which express details of the predetermined game event and determining one or more destinations of a parameter change command corresponding to the event details data, and

parameter change commanding means for sending the parameter change command to the destinations determined by the parameter change command destination determining means.

9. (original): A game terminal used together with a game server and other game terminals in a game system for providing multiple contest games, characterized in that it includes

parameter storing means for storing a parameter relating to a contest subject corresponding to the game terminal,

contest game processing executing means for, in accordance with a contest game start command transmitted from contest game start command part means, executing contest game processing based on the parameter stored in the parameter storing means,

event details data transmitting means for, when a predetermined game event occurs in contest game processing executed by the contest game processing executing means, transmitting event details data expressing details of the predetermined game event occurred, to the game server, and

parameter updating means for, when receiving a parameter change command corresponding to event details data pertaining to another game terminal, updating the parameter stored in the parameter storing means in accordance with content of the parameter change command.

10. (original): A program for causing a computer to function as a game server used together with multiple game terminals in a game system for serving multiple contest games, characterized in that it causes the computer to function as

contest pairing determining means for determining contest pairings in the contest games,

contest game start command part means for transmitting contest game start commands to game terminals corresponding to contest pairings determined by the contest pairing determining means,

parameter change command destination determining means for, when a predetermined game event has occurred in a contest game executed in a game terminal in accordance with a contest game start command, receiving event details data which express details of the predetermined game event and determining one or more destinations of a parameter change command corresponding to the event details data, and

parameter change commanding means for sending the parameter change command to the destinations determined by the parameter change command destination determining means.

11. (original): A program for causing a computer to function as a game terminal used together with a game server and other game terminals in a game system for providing multiple contest games, characterized in that it causes the computer to function as

parameter storing means for storing a parameter relating to a contest subject corresponding to the game terminal,

contest game processing executing means for, in accordance with a contest game start command transmitted from contest game start command means, executing contest game processing based on the parameter stored in the parameter storing means,

event details data transmitting means for, when a predetermined game event occurs in contest game processing executed by the contest game processing executing means, transmitting event details data expressing details of the

predetermined game event that has occurred, to the game server,
and

parameter updating means for, when receiving a parameter change command corresponding to event details data pertaining to another game terminal, updating the parameter stored in the parameter storing means in accordance with content of the parameter change command.

12. (original): A game system including a game server and multiple game terminals for serving multiple contest games, characterized in that

the game server includes

contest pairing determination means for determining contest pairings of the contest games, and

contest game start command means for transmitting contest game start commands to game terminals corresponding to contest pairings determined by the contest pairing determination means,
and the game terminals each include

parameter storing means for storing a parameter relating to a contest subject corresponding to the game terminal,

contest game processing execution means for, in accordance with a contest game start command transmitted from the contest game start command means, executing contest game processing based on the parameter stored in the parameter storing means,
and

event details data transmitting means for, when a predetermined game event occurs in contest game processing executed by the contest game processing execution means, transmitting event details data expressing details of the predetermined game event to the game server,

and the game server further includes
event details receiving means for receiving event details
data transmitted from the event details data transmitting means,
output command destination determining means for
determining one or more destinations of an output command for
outputting text, image or sound corresponding to event details
data received by the event details receiving means, and
output commanding means for sending the output command to
the destinations determined by the output command destination
determining means,
and the game terminals each further include
output means for, when receiving an output command from the
output commanding means, outputting text, image or sound
corresponding to the event details data.

13. (currently amended): An information storage medium
storing a program according to claim 10 ~~or claim 11~~.